

YOU ARE THE ULTIMATE
GALACTIC **COMMANDER**
IN A **BATTLE** FOR THE ENTIRE
STAR WARS UNIVERSE.



STAR WARS BATTLEFRONT™

SEQUEL
TO THE
BEST-SELLING
STAR WARS™
GAME
OF ALL TIME!



WARNING: PLEASE READ BEFORE INSTALLING OR USING THE SOFTWARE

PHOTOSENSITIVE SEIZURES

A very small percentage of people may possibly experience a seizure when exposed to certain light patterns, flashing lights or other visual images that appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game. Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, **IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR.** Parents or guardians should watch for or ask their children if they are having any of the above symptoms – children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

INTERNET CONNECTION AND SYSTEM REQUIREMENTS FOR ONLINE PLAY NOTICE: You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play this game online. If you do not use an Internet connection, you cannot play the game online. Such Internet connection may require you to pay a separate fee.

TABLE OF CONTENTS

INSTALLATION	2
CONTROLS	3
INTRODUCTION	6
CREATING A PROFILE	6
WAGING WAR	6
MAIN MENU	7
OPTIONS	7
GAME SCREEN	9
PAUSE SCREEN	10
MAP	11
COMMAND POSTS	12
REINFORCEMENTS	13
UNITS	14
HEROES	18
VEHICLES	19
SINGLE PLAYER	20
RISE OF THE EMPIRE	20
GALACTIC CONQUEST	20
INSTANT ACTION	20
MULTIPLAYER	21
SAVING AND LOADING	23
MEDALS AND AWARDS	24
CREDITS	25
HOW TO CONTACT LUCASARTS	28
SOFTWARE LICENSE AND LIMITED WARRANTY	29

INSTALLATION

To install **Star Wars Battlefront™ II**, insert the CD into your CD/DVD-ROM drive. If you have Autorun enabled, the game's Launcher will appear. Click the Install button to install the game onto your computer. If your computer does not have Autorun enabled, open My Computer from your Windows desktop and double-click on the CD/DVD-ROM drive showing the **Star Wars Battlefront II** icon. Double-click on the program icon to start installing the program. Once started, a series of onscreen instructions will guide you through the rest of the installation procedure. If you experience problems with the installation, click Help on the game's launcher screen, and then click View Troubleshooting Guide. NOTE: We recommend turning off all background applications and virus scanners before beginning installation.

Some of the information in this manual may have changed prior to the game's release. If any information you are looking for does not appear correct, please refer to the ReadMe file by accessing it through the launcher.

CONTROLS

INFANTRY / JEDI

Left Mouse Button	Primary Attack
Right Mouse Button / R-Alt	Secondary Attack
Space Bar	Jump (tap twice for Jet Pack or Force Jump)
CTRL/C	Crouch
Z / Mouse Button 3	Zoom
Q / Mouse Button 4	View
R / Enter	Reload (not applicable for Jedi)
E / Num 0	Enter/Exit
F1	Squad: Follow Me (not applicable for Jedi)
F2	Squad: Move Out (not applicable for Jedi)
F3	Squad: At Ease (not applicable for Jedi)
F4	Target Lock
F / Mouse Wheel	Cycle Primary Weapon
G	Cycle Secondary Weapon
T	Chat
Y	Team Chat
Mouse X Axis	Look Left/Right
Mouse Y Axis	Look Up/Down
W	Forward
S	Backwards
A	Strafe Left
D	Strafe Right
Shift	Sprint
Tab	Player List
M	Map

CONTROLS

VEHICLE

Left Mouse Button	Primary Attack
Right Mouse Button / R-Alt	Secondary Attack
Z / Mouse Button 3	Zoom
Q / Mouse Button 4	View
E/Num 0	Enter / Exit
F1	Squad Get Out
F2	Squad Get In
F4	Target Lock
F / Mouse Wheel	Cycle Seat Position
T	Chat
Y	Team Chat
Mouse X Axis	Turn Left/Right
Mouse Y Axis	Look Up/Down
W ↑	Throttle Forward
S ↓	Throttle Reverse
A ←	Strafe Left
D →	Strafe Right
Shift	Boost
Tab	Player List
M	Map

STARFIGHTER

Left Mouse Button	Primary Attack
Right Mouse Button / R-Alt	Secondary Attack
Space Bar	Take Off/Land
Z / Mouse Button 3	Zoom
Q / Mouse Button 4	View
E / Num 0	Enter / Exit
F1	Squad Get Out
F2	Squad Get In
F4	Target Lock
F / Mouse Wheel	Cycle Position/Seat
T	Chat
Y	Team Chat
Mouse X Axis	Turn Left/Right
Mouse Y Axis	Pitch Up/Down
R ↑	Throttle
S ↓	Brake
Shift	Boost
C / R-Ctrl	Trick
Tab	Players List
M	Map

INTRODUCTION

Get ready for the Rise of the Empire. Wage an epic conquest across the galaxy. Take control of powerful Jedi and legendary heroes while wading into the mayhem. Fight through the cold reaches of space amongst swarms of starfighters. March across war-scarred battlefields from **Star Wars™ Episode III: Revenge of the Sith™**. More intense combat. Bigger battles. More unit classes and vehicles. New weaponry and abilities. Welcome to **Star Wars Battlefront II**.

CREATING A PROFILE

When first starting the game, you must create a profile. The profiles are used to save Single player games and to save option settings.

DIFFICULTY MODES

NORMAL: Auto Target, Aim Assist and Sticky default to ON.

ELITE: Auto Target, Aim Assist and Sticky Reticle to OFF.

The enemy is more aggressive and accurate.

WAGING WAR

Star Wars Battlefront II offers epic action on a galactic scale through multiple game types. There are many ways to conquer the opposition. Before stepping onto the battlefield, each player selects a class with unique abilities. In deep space or on the planet's surface, players work to advance and gain territory, taking out enemies and capturing their Command Posts. Missions also have key objectives that must be completed in order to achieve victory.

MAIN MENU



OPTIONS

GAME OPTIONS

Viewpoint

Allows you to choose between first or third person viewpoint when playing as infantry.

Friendly Fire

Turn this ON or OFF to determine whether units on the same team can damage each other.

Auto Target

When this is set to ON, the player will track an enemy automatically whenever he is hit with a weapon.

Tool Tips

This option allows you to toggle the in game tips to AUTO (tool tips display only once), ON, or OFF.

Reset Tool Tips

Select this to make all tool tips display again.

Always Show Objective Details

This toggles the appearance of Mission Objective text ON or OFF.

Movie Subtitles

Use this option to turn subtitles ON or OFF during movie sequences.

MAIN MENU

VIDEO OPTIONS

In this menu there are many options that you can use to customize your graphics. Click the Auto Detect button to use the settings recommended for your system and video card. You can disable or reduce some of the video options to improve the game's performance.

AUDIO OPTIONS

Here you can adjust the sound effects, music, and speech volumes in the game. You can also select your sound output mode and configure advanced features such as hardware mixing and EAX.

CONTROLS

Here you can completely customize the keys, invert the Y-axis for aiming, and adjust the sensitivity. You can create separate control schemes for Infantry, Vehicle, Starfighter, Jedi, and Turret configurations.

ONLINE OPTIONS

GameSpy Automatic Login

Toggle whether or not the game attempts to log in to GameSpy each time you begin an internet game.

Hosting Bandwidth

Allows you to select the appropriate bandwidth when hosting a game. If you are unsure of your bandwidth, contact your Internet Service Provider.

Search all Regions

Choose whether or not to search all regions for available matches.

Display Network Performance Icon

Toggles the appearance of an icon on screen that shows the relative network performance.

CREDITS

See the names of the many people who worked hard to make this game.

GAME SCREEN



1 Target Information: The name of your currently highlighted target will appear along with a health bar. Friendly targets appear blue; enemies appear red, and mission objectives and native factions will appear yellow.

2 Target Reticle: When the reticle is over a friendly unit, it will turn Blue; if it is pointed at an enemy it will turn Red. Tick marks around the interior of the reticle indicate the ammo remaining in your current clip. Some weapons generate heat, which will appear as a circular bar within the reticle. If a weapon overheats you must wait until it cools to fire again. Reload/Recharge time is indicated by five dots at the bottom, or around the edges of the reticle.

3 Objective Indicator: Indicates the next objective in order to complete the mission.

4 Primary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using either the G key or the mouse wheel, you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

5 Secondary Weapon/Ammo: The icon on the left shows the weapon equipped. Scrolling using the Directional Buttons you can scroll through your primary and secondary weapons. The numbers represent the total amount of ammo remaining.

6 Health: Represents how much damage you can take before you become another statistic in the Galactic Database.

7 Power Meter: This bar is depleted by sprinting, rolling, or jumping and recharges over time. Vehicles can use this power for speed boosts and evasive maneuvers. Jedi Force Powers also draw from this bar.

8 Reinforcement Meter: The numbers represent the reinforcements remaining for each faction. The player's faction appears Blue and the enemy is Red. For more information, see Reinforcements, page 13. During Capture the Flag games, this meter is replaced by a score keeper.

9 Mini-Map: See page 11 for information.

Vehicle Position Indicator: In vehicles with multiple positions, your position will be indicated by a yellow triangle. Allies in the vehicle will appear as purple octagons.

PAUSE SCREEN

Press the ESC key to pause the game. Here you can access the following options:

RESUME GAME

Returns you to the battlefield.

OPTIONS

Allows access to most of the options available from the Main Menu.

RESPAWN

Choosing this option will kill your current character, costing your team one reinforcement. You will then be able to respawn at any friendly Command Post.

RESTART MISSION

Starts the mission from the beginning.

QUIT

Return to the Main Menu.

EXIT TO WINDOWS

Exit the game and return to Windows.



MAP

This displays your location relative to the environment. The white triangle designates your position and facing direction, while blue triangles indicate friendly units and red triangles indicate enemies. Yellow triangles represent native species, which may or may not be hostile depending on your faction. The triangles representing units will flash if they're taking damage. Command Posts appear as ringed dots, colored blue for friendly, red for enemy, and white for neutral. Objects that can be used as cover appear light grey. Turrets appear as white dots with a line indicating facing. Unoccupied vehicles appear as white silhouettes; occupied vehicles are silhouettes of the appropriate color.

The map spins to orient its position relative to the direction that the player is facing when in the default mode. There will always be a white triangle just beyond the edge of the map indicating north. When the map is enlarged (by pressing the M key), it remains static regardless of the player's facing.

Command Posts and Objectives are always displayed even if they are beyond the radius of the map. They will appear at the edge of the map indicating the direction the player will need to travel to get to them.

By pressing the M key, the map will expand to full screen to show the entire battlefield and all Command Posts. This will also display your mission objectives. Pressing the M key again will restore the map to its default position.



COMMAND POSTS

Each battlefield contains tactical positions in key locations across the map known as Command Posts, which are vital because:

- ◀ Reinforcements are deployed at them. Whenever a player dies, any friendly Command Post is available to deploy at. If a team has no command posts under its control, it cannot deploy reinforcements until a Command Post is recaptured.
- ◀ If a team controls the majority of the Command Posts on a map, the opposing team will begin losing reinforcements automatically. If a team controls all of the Command Posts on a map, a victory timer will start counting down.
- ◀ Units can change their class at any friendly Command Post, allowing adaptability to battle conditions. Press the E key when near a friendly Command Post to change classes. There is a small penalty for switching classes: your ammo will not be completely replenished.

COMMAND POST OWNERSHIP

To capture an enemy or neutral Command Post, you must stand within its capture radius. An icon will appear on screen if you are close enough. If there are no enemy units nearby, the capture icon will slowly change color from red to white to blue. When the capture icon is completely blue, the Command Post will now belong to your team.

The rate of capture increases if additional friendly units are nearby. If enemy units approach, the capture icon will alternate between blue and red until one side is driven off. You cannot capture a Command Post while in a vehicle.

Some Command Posts are permanently owned and cannot be captured by the opposing team. Some of these can be destroyed. Only human players can repair these destructible Command Posts. Destructible Command Posts appear on the map as diamonds instead of dots.

Certain vehicles, such as the Imperial AT-AT, are Mobile Command Posts. Mobile Command Posts cannot be captured, but can be destroyed, in which case they will reappear after a set amount of time.

In other game modes like CTF, and Assault, there are Command Posts that allow switching out of character classes but are not capturable. These are indicated by two arrows circling themselves. They will still be colored appropriately so only friendly team members can switch out classes.

REINFORCEMENTS

Reinforcement Points represent the number of reinforcements that each team can field. They are displayed in the reinforcement meter near the mini-map. The blue and red numbers represent friendly and enemy reinforcements respectively.

Units can continue to join the game as long as two conditions are met: there are Reinforcement Points remaining, and at least one Command Post is owned.

When a unit dies, it takes one point off its team's reinforcement total. Any number of units can still deploy as long as one reinforcement point remains. However, if the Reinforcement Points reach zero, the team loses. During some campaign missions, one or both teams will have infinite reinforcements.

For Singleplayer games, you can deploy immediately after dying. In multiplayer games, a reinforcement timer is set for the map. Each time the timer counts down, reinforcements are deployed for both sides.

When the number of reinforcements matches the number of units on the field, that team will no longer lose reinforcements automatically. This is true even if that team has two or fewer Command Posts controlled. This is done to make sure that victory is earned by defeating all enemy units in combat or by capturing and holding all Command Posts on a map. In addition, AI units will no longer respawn when killed at this stage of the game. This rule provides human players with the most opportunities to affect the outcome of the game.

ITEMS ON THE BATTLEFIELD

Defeated enemies occasionally drop items that you can collect to replenish or enhance your character:

White Container:	Extra Ammunition
Blue Tank:	Restores Health
Yellow Tank:	Restores Stamina
Green Tank:	Restores Defense
Red Tank:	Enhances Attack



REBEL ALLIANCE

REBEL SOLDIER

The Rebel soldier is effective against infantry, especially when they employ squad-based tactics.

Equipment: blaster rifle, blaster pistol, and thermal detonators.

REBEL VANGUARD

Vanguards are called upon to punch holes in an Imperial vehicle brigade. The heavy weapons they carry provide the means to take down menacing enemy air and ground vehicles. Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

REBEL MARKSMAN

Rebel marksmen have the specialized task of finding and eliminating targets from a safe location. Their auto-turret dispenser are capable of deadly self-destruction near enemy positions.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

REBEL SMUGGLER

Whenever there is a need to slip past an Imperial fleet undetected, just look for a smuggler. For a fee, the smuggler is willing to take the risk of running contraband right under the Emperor's nose. The smuggler can also repair items as well as slice enemies out of vehicles using his fusion cutter. In addition to this, he can also destroy enemy mines quickly and is invisible to enemy mines.

Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

BOTHAN SPY

The cunning Bothans are known throughout the galaxy for their spying capabilities. On the battlefield they sneak behind enemy lines, causing chaos and wreaking havoc, and then fade into the environment. The Bothan Spy also has the unique ability to regenerate health.

Equipment: incinerator, stealth, regeneration, and timebomb.

WOOKIEE WARRIOR

The Wookiees joined the Rebel Alliance after the Empire invaded their home planet, Kashyyyk, and enslaved their people. Wookiees fight with unmatched ferocity and loyally support troops with health and ammo. Equipment: bowcaster, grenade launcher, thermal detonators, and remote droid.

REBEL PILOT (Space Only)

Rebel pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry a powerful timebomb. Equipment: commando pistol, fusion cutter, and timebomb.

REBEL MARINE (Space Only)

Rebel Marines provide the last line of defense on capital ships, repelling enemy attacks with heavy ordnance. Equipment: blaster rifle, rocket launcher, and thermal detonator.

GALACTIC EMPIRE

STORMTROOPER

The iron will of the Emperor is personified in the stark white armor of the feared stormtrooper. They are highly disciplined and fanatically loyal to the Emperor, making them an excellent front line assault force. Equipment: blaster rifle, blaster pistol, thermal detonators.

SHOCK TROOPER

The shock trooper offers powerful support to the blaster-based troops by carrying a small portable missile launcher. This weapon fires explosive charges that are highly effective against vehicles or tight formations of infantry.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

SCOUT TROOPER

Scout troopers use concealment, probe droids and patience to target faraway enemies and eliminate them with their high-powered sniper rifles. Their auto-turret dispenser can self-destruct in a mighty blast, decimating enemy forces. Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

IMPERIAL ENGINEER

The Empire's engineers focus on repairing friendly equipment and establishing defenses, while working to demolish the emplacements of the Rebellion.

Equipment: blast cannon, fusion cutter, detpack, and health/ammo dispenser.

IMPERIAL OFFICER

These Imperial tacticians support the troops in the field with a mortar launcher capable of leveling rebel resistance. The officer's unique training allows for increased weapon damage. Officers also carry extra health and ammo supplies into battle.

Equipment: mortar launcher, rage, Geonosian sonic gun, and remote droid.

DARK TROOPER

Dark troopers use their jetpacks to "jump" to their targets (tap the SPACE bar to jump, then tap again to engage the jump pack). Once in position, their charged arc caster can scorch groups of enemies.

Equipment: arc caster, commando pistol, and thermal detonators.

IMPERIAL PILOT (Space Only)

Imperial pilots automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also serve as capital ship saboteurs.

Equipment: commando pistol, fusion cutter, and timebomb.

IMPERIAL MARINE (Space Only)

The Empire's Star Destroyers are fortified with these fearless troopers who repel any invading forces.

Equipment: blaster rifle, rocket launcher, and thermal detonator.

UNITS

REPUBLIC

CLONE TROOPER

Genetically designed for superior fighting capability, clone troopers are best at fighting other infantry units toe-to-toe.

Equipment: blaster rifle, blaster pistol, and thermal detonators.

HEAVY TROOPER

The Advanced Recon Commando specializes in anti-vehicular combat. These units carry a powerful rocket launcher, but its effectiveness against infantry is limited.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

CLONE SHARPSHOOTER

The sharpshooter is a long-range threat to infantry with the sniper rifle, and uses the auto-turret dispenser to engage a destructive self-detonation.

Equipment: sniper rifle, blaster pistol, thermal detonators, and auto turret dispenser.

CLONE ENGINEER

The Republic's engineers support the army by repairing friendly equipment and establishing defenses, and when the need arises, they demolish CIS emplacements with their detpacks.

Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

CLONE COMMANDER

The commanders are specially designed to lead the clone troops into battle. They can temporarily empower nearby ranks with confidence.

Equipment: chaingun, blaster pistol, rally, and remote droid.

JET TROOPER

This highly mobile trooper has a jet pack that allows brief but rapid bursts of flight (tap the SPACE bar to jump, then tap again a short flight). He is a master at ambushes and disruption with his EMP launcher.

CLONE PILOT (Space Only)

These troops have the unique ability to automatically repair any vehicle they occupy. They can also repair vehicles, droids, and turrets on the field with their fusion cutters, as well as set up powerful timed explosives.

CLONE MARINE (Space Only)

The clone marines are similar to standard clone troopers, but carry a rocket launcher for versatility against different targets.

Equipment: blaster rifle, rocket launcher, and thermal detonators.

CIS

SUPER BATTLE DROID

After the debacle at the Battle of Naboo, the Trade Federation ordered a stronger, more independent battle droid, officially designated the B2. Resembling hulking, reinforced battle droids, super battle droids are far superior to their skeletal-looking counterparts.

Equipment: wrist blaster, tri shot, and wrist rocket.

ASSAULT DROID

Under the control of the Separatists, assault droids serve as a cheap yet effective solution to the fast-moving threat of Republic vehicles. Essentially mobile missile launchers, these droids allow the Separatists to handle tough situations.

Equipment: rocket launcher, blaster pistol, thermal detonators, and mines.

ASSASSIN DROID

Assassin droids are specifically programmed and designed with advanced targeting capabilities that allow them to take down targets at extreme range. Their auto-turret dispenser feature powerful self-detonators that can be used against Republic forces.

ENGINEER DROID

These droids support the army by repairing CIS equipment, as well as performing demolitions on Republic emplacements with their detpacks.

Equipment: shotgun, fusion cutter, detpack, and health/ammo dispenser.

MAGNAGUARD

These enhanced droids serve to protect important figures in the CIS army, such as General Grievous. Their deadly neuro poison can cripple any enemies in a radius around them.

Equipment: bulldog RLR, radiation launcher, neuro poison, and remote droid.

DROIDEKA (DESTROYER DROID)

Even feared by Jedi Knights, the crablike droideka is equipped with a personal shield and two powerful repeating blasters instead of arms.

The droideka transforms into a wheel in order to cruise rapidly around the battlefield.

Equipment: repeating blasters and shield emitter.

PILOT DROID (Space Only)

Pilot droids automatically regenerate the health of whatever vehicle they occupy and are capable of repairing damaged vehicles, droids and turrets. They also carry deadly explosives for disabling enemy ships.

Equipment: commando pistol, fusion cutter, and timebomb.

DROID MARINE (Space Only)

The droid marine is an all-purpose fighting machine designed to drive back enemy boarding parties.

Equipment: blaster rifle, rocket launcher, and thermal detonator.

HEROES

may respawn later in the match.

VEHICLES

There are several distinct classes of

AT-AT walkers. Because there are no vehicle repair droids on the map,

the battle.

SCOUT VEHICLES

battlefield at great speed and are not

This type includes the 74-Z speeder bike, tauntaun, and the STAP.

MEDIUM ASSAULT VEHICLES

These vehicles have heavier weapons and armor, and are slower than the

includes the Rebel combat lander

and the Armored Tank Droid.

HEAVY ASSAULT VEHICLES

These vehicles are even more heavily armed and armored, and are used as

includes the Spider Droid and AT-ST.

HEAVY ASSAULT TRANSPORT

includes the AT-TE, and the AT-AT.

MULTI-PURPOSE STARFIGHTERS

These craft are well-rounded and versatile, making them handy in a dogfight or a strafing run. They have forward firing blasters and a complement of missiles.

Starfighters can use a limited boost to increase their speed (press and hold the Shift key). Also, they can perform evasive maneuvers. To perform a barrel roll, press the C key or Right Ctrl key and then move the Mouse in the direction you want to roll. To perform a loop, double-tap the C key before moving the mouse. This type includes the ARC-170, droid starfighter, X-wing, and TIE fighter.

SCOUT SHOOTERS

Starfighter, Droid air-fighter, A-wing, and TIE Interceptor.

BOMBERS

These ships are not as fast as the scout, but have more armor and

take more than one position, allowing

full advantage of their firepower. This

Bomber, Y-wing, and TIE bomber.

ATTACK TRANSPORT FIVEES

troop transports in battle. Like the

ground. This type includes the Imperial Lander.

SINGLE PLAYER

TRAINING

Provides all the types of objectives that you can find in the game, both on the ground and in space.

RISE OF THE EMPIRE

Empire's rise to power.

GALACTIC CONQUEST

In this mode the player uses strategy to conquer the galaxy. The game is played in turns, with the player and the enemy alternating turns.

There are four galactic configurations, one for each faction.

The player can conquer each of the enemy's bases and defeat their fleets. The game ends if all your bases and fleets are lost.

The game is played in turns, with the player and the enemy alternating turns. The game is divided into three phases:

ACQUISITION

The player can acquire credits that you have earned from previous games. You can use these credits to purchase new fleets, recruit new unit classes, or purchase bonuses. Additional fleets can be constructed at an open friendly base planet. When you begin the campaign,

you can temporarily join your forces. You can also purchase up to three bonuses at any time. A Bonus can be used before a

turn to cripple the enemy's

MOVEMENT/COMBAT

After making purchases you will select a fleet to move or attack.

From space, or onto a friendly base, your turn

ends. If you move a fleet into space occupied by an enemy fleet, or an enemy base, you will engage the enemy in combat. Fleet to fleet combat will occur in space, assaults on an enemy

base will occur on the ground. You will have the option to select a battle mode

(if available). Battle ends when either fleet is destroyed, or the planet is captured.

SUMMARY

At the end of each turn, you will see a summary of the entire galaxy, including how many planets

are under your control, how many fleets are deployed. This is useful for planning your

next move. The enemy will proceed through the same three phases, completing the round.

INSTANT ACTION

Star Wars Battlefront II features multiple instant action game types available in *Star Wars Battlefront II*, and each can be customized in the game options before launching.

CONQUEST

Classic *Star Wars Battlefront* mode.

1-FLAG CTF

Players score points by returning the enemy flag to their base. The game ends when a predetermined score is reached.

2-FLAG CTF

You capture the enemy flag and return it to the friendly base to score.

HUNT

The player hunts a specific enemy unit or object within the time limit. The hunt ends when the enemy unit or object is destroyed.

ASSAULT

The player attacks a specific enemy unit or object.

SAVING AND LOADING

Save your game to your profile.

MULTIPLAYER

Play with friends over the Network or over the Internet.

Information

INTERNET

LAN

SERVER LIST

possible players

next to the ping indicator

CREATE

Get the Game and Host Options

GAME OPTIONS

ing for each team

iveness of AI units

HOST OPTIONS

HOST OPTIONS

the game

acters in game

been reached

GAMESPY

MEDALS AND AWARDS

After he will earn a medal.

locked will be available in all modes.

available to all players.

CREDITS

Jason Wick
Ian Fritz
Renée Ye
**Mastering Lab
Supervisor**
Jay Sanko
Mastering Lab
Scott Taylor
Eric Rauch
Jay Ye

Enzyme Lab Leads
Frederic Parlat
Eric Charbonneau
Carole Meyer
Mark Springer
Kayen Maugher
Guillaume Jolicoeur
Peter Cooke
Pierre Lavoie
Dominic Corbel

Enzyme Lab Testers
Ali Holopainen
Dominic Loring
Eric Appolinaire
Frederic Blanchette
Georges Arvantes
Lee Williamson
Marc Knapik
Mathieu Baler
Michael Rheaume
Serge Hardisty
Patrick Grenier
David Orsini
Jerome Ali
Francis Basseville
Joe Reardon
Olivier Collet
Nick Avery
Philip Lator
Philippe Dufour
Richard Levesque
Ryan Davis
Sébastien St-Onge
Stan Wuestberg
Terry Lott
Vin Dufort

**Enzyme Lab
International Testers**
Jean Szolnick
Béatrice
Jean-Sébastien Ode
Patrick Couture
Maxime Dubois
Michael Fleury
Marc Fortin
Gatien Gauthier
Dorian Grillo
François Labrecque
Joanne Leduc
Jewy Locke
Antonio Marghella
Philippe Masse
Dominic Norman
Maxime Piesse
Joe Reardon
Philippe St-Amant
**Enzyme Lab Pre-
Certification Manager**
Philippe Lippin
**Enzyme Lab Pre-
Certification Team**

François Bernhardt
Maurice Sabourin
Cybil Fournier
Maurice Terland
**Manager of Quality
Services**
Paul Pinsky
QA Supervisor
Chuck McMillan
Senior Lead Tester
Danae Dac Hollander

Quality Services
Computer Technician
John Carney
**Quality Services
Coordinator**
Kelle Walker
**Audio and International
Department Manager**
Doreen O'Hamel

CAST
Bob Bergen
Luke Skywalker
Christina Ricci
Female Alliance Infantry
Corey Burton
Count Dooku, Imperial
Officer 2, Ki Adi Mundi
Dane Boag
Republic Infantry
David W. Collins
Confederate Infantry
(Battlefront)
Confederate Officer
(Battlefront), Crod
Alami
Denny Dik
Training Officer
James Arnold Taylor
Obi-Wan
Jame Sauer
General Veers, Imperial
Officer 1, Sidiac Moff

Jonathan Cook
Republic Officer 2
Royal Guard
Jays Kurt
Princess Leia
Lix Ling
Han Solo, Imperial
Infantry
Mat Lucas
Anakin Skywalker
Masheva Wood
General Grievous
Nok Jensen
Alicia Officer 2
Empire's Republic
Smitty Singh
Peppino Ali
Rachel Reinhardt
Alyssa Sotolu
Scott Lawrence
Darth Vader

Steve Burn
Male Alliance Infantry 1
Dave Stanton
Alliance Officer 1, Ben
Kenobi, Darth Maul
T.C. Cannon
Mace Windu
Temuera Morrison
Bobi Fett, Jango Fett
Republic Officer 1
Refined Clone Trooper
Tim Driscoll
Male Alliance Infantry
2, Rebel
Commander
Tom Kane
Imperial Officer 3, Hoth

President
Jim Ward
**Vice President of
Finance**
Kevin Weston
**Vice President of
Global Marketing and
Sales**
John Seyffert

**Senior Director of
Production Services**
Alicia MacIntyre
**Director of
Marketing**
Kevin Kurta
**Director of
Global Sales**
Kevin Koppelman

**Director of Studio
Operations**
Alex White
**Product Marketing
Manager**
Sam Seiden
**Assistant Brand
Manager**
Matt Shell

**Director of Public
Relations**
Anne Marie Stern
**Public Relations
Manager**
Jason Anderson
Studio Publicist
Chris Baker

**Media and Events
Publicists**
Alexis Merin
Haley Fitzgerald
**Sales and Channel
Marketing**
Tom Dome
Tim Moen
Mike Maguire
Greg Robles
Krisna Daniels
Operations
Debra Bolling
Scott Fry

Internet Manager
Jim Pessier
**Director of Consumer
Insights**
Sally Denny
**Consumer Insights
Specialist**
Melissa Treger
**Playability/Usability
Specialist**
Heather Desjardins
Sofia Rodriguez

Lucas Licensing
Chris Gohler
Kris Kaufman
Leland Chee
Stacy Cheng
Studio Coordinators
Peggy Ary
Mette Adams

IT Support
Jimi Carpenter
Daryl Jacobson
Derek Kater
Joe Shum
Ond Williams
John van Ertoven
Greg Miller
Victor Torres-Ballaguer

Manual Editor
Ken Balthrop
Manual Writer
Matt Kest
**Creative Services
Manager/Manual
Designer**
Patty Hill

Business Affairs
Seth Steinberg
Mark Bartok
Jennifer Shewy Paul
Anne Marie Hawkins
John Garrett
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Jack and Evelyn O'Keefe
Jack Hirschman
James Miller
John Adams
Jonathan Marston
Julian Lusk
Justin Lantieri
Kelly Demers
Melissa Mami-Wick
Mike King
Matthew Blum
Matthew Woerner
Melissa Cartwright
Lynn
Mysty with the Galois
Larkin Chien for all the
Sally
Robert Mawhin
Robin Pettit
Sara Harrison
Sara O'Connor
Stacy Schneider
Tahira Toor
The Coleman Family and
all my friends
The BLOC from New York
Wales
The Milers and the
Coverslips
The Montrose Mussons
The Rice Family
The West Family
Toshi Yoda
Toshi Litz, Vlad, and
Sarah
Um McFadden-Goodwin
Sime
Vanessa, Lucia, Marc,
Vera, Keri and the
rest of the Jordan extend-
ed family
Vera
Will Meiss
Wong & Lau Family

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

Very Special Thanks
George Lucas
Special Thanks
Adam Johnson
Al Gossomith
Alex Seery
Amelia Yeste
Daryl Richardson
Dorian Hirsch
Daphne Durnand
Charlie Murphy
Chris Adcock
Chris Hockaday
Christina Meghin & Luke
Druck & Val
Colleen Ayres
Donna
and Robert families
Durren Dyr
Dori Martin
Eve & Gail
Eric Johnston
Erik Hoyer
Erik Keri
Ferdinand Porsche
Chris Gail

</

TECHNICAL SUPPORT

CUSTOMER SUPPORT - HERE TO HELP YOU!

Problem? Question? If you are having problems with your game, we are here to help.

AUSTRALIA

Electronic Arts Australia Support Hotline: 1902 261 600*

*Sirius calls charged at \$2.48 per minute, GST inc.

Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).

Operating hours from 9am to 8pm 7 days a week, as well as pre-recorded information 24 hours a day.

Customer Service Address:

Electronic Arts

PO Box 432

Southport QLD

4215, Australia

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline: 0900 58885*

(If you are under 18 years of age parental consent required).

*Calls charged at \$1.99 per minute inc GST 7 days a week 9am - 8pm.

Calls from Mobile & Public phones are higher.

Customer Service Address:

Electronic Arts New Zealand

PQ Box 47596

Ponsonby

New Zealand

SOUTH AFRICA

Game Smith: (011) 740-0615/6

Electronic Arts South Africa

PO Box 3180

Rivonia

2126

HONGKONG

Suite 2111 - 3, IFC II, 8 Finance Street, Central, HK.

TEL:+852 3166 6006

FAX:+852 2110 9801

E-mail:hksupport@ea.com

Service Time: Am 9:30 - Pm 6:00 (Monday-Friday, Excluding Public Holiday)

SINGAPORE

No. 1 Fifth Avenue, Guthrie House, #04-07, Singapore 268802

TEL:+65 6 415 3088

FAX:+65 6 875 1771

E-mail:support@ea.com.sg

Service Time: Am 9:30 - Pm 6:00 (Monday-Friday)

KEEP UP WITH THE LATEST EA NEWS..!

If you want to keep up with all the latest news, downloads and coolest updates from EA then all you have to do is register as an EA Direct Member. It's easy!

Register now on

www.eagames.com.au

or

www.easports.com.au

As an EA Direct Member you will be kept in the 'know' as to what is new and hot from EA Australia, delivered directly to your inbox.

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. *Star Wars* Battlefront is a trademark of Lucasfilm Entertainment Company Ltd. © 2005 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed or depicted are fictional. Any resemblance to real persons, living or dead, or actual events is purely coincidental.

